PLAY WITH THE PROS

ONE OR TWO PLAYER

SUPER NINTENDO

ROGER CLEMENS' MVP BASEBALL

Feel the heat as 3-time Cy Young Award-winner Roger *"The Rocket"* Clemens brings home the best in Super NES baseball action!

Step up to the plate for a full season of baseball action

Over-the-shoulder batting: the most realistic perspective ever

GEORGE FOREMAN'S KO BOXING

You're Big George Foreman - *The People's Champion* - and you've got an appetite for big action that only KO BOXING can satisfy!

Jabs, uppercuts, hooks and devastating power punches

Computer "judge" tracks every staggering blow

ALL-STAR CHALLENGE

Downtown or in the paint, take on 27 of the NBA's hottest stars in the slammin', jammin' One-On-One competition. Five exciting ways to win!

Take it to the hoop with One-On-One, H.O.R.S.E., 3 Point Shoot Out...

Free Throw Contest and an incredible NBA All-Star Tournament

Acclaim entertainment inc

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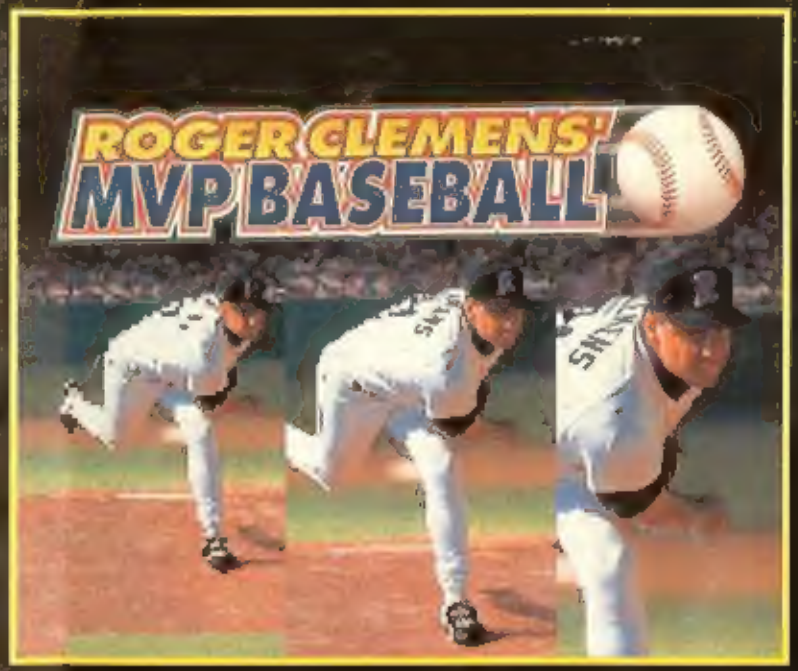
SNS-VP-USA

ROGER CLEMENS' MVP BASEBALL



INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING
Please read the enclosed enclosed consumer information & precautions booklet before using your Nintendo Hardware system or game pak.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM®. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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OPENING

Homeruns, double plays, stolen bases, squeeze plays...nothing beats watching baseball...except playing it! So grab your glove! With **Roger Clemens' MVP Baseball**, you're not watching from the outside anymore...you're in the game, in the field, and seeing from the same view as the players themselves!

From fly-balls coming right at you to interactive close-up plays at any of the bases, experience hardball like never before. Dive for sinking line drives! Pick-off runners on base. Drive in the winning run!

The season promises to be gruelling. You're two games behind in the standings but, you've got a dominant bullpen, four batters averaging over .300, and a Gold Glove outfield. This is a dream come true: to play with the big guys like Roger "The Rocket" Clemens and a chance to go all the way to #1.

Get ready for the opening pitch. Play Ball!

GETTING STARTED

1.Make sure the power switch is OFF.

2.Insert the ROGER CLEMENS' MVP BASEBALL™ Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual.

3.Turn the power switch ON.

PLAYER SELECTION

When the title screen appears, press the START BUTTON. To select the number of players or to reach the Sound Options Screen, use the UP and DOWN CONTROL PAD ARROWS to highlight your choice, and press the A BUTTON.

1-Player-You against the computer in an Exhibition or Regular Season game. (See Game Selection on pages 4-5.)

2-Player -you against a friend in an Exhibition game.

Sound Options-Takes you to the Sound Options Screen

Note: Selecting the 1-Player game takes you to the Game Selection Screen. Selecting the 2-Player game takes you directly to the Team Selection Screen.

Sound Options Screen

To turn the sound effects and/or music ON or OFF, use the UP and DOWN CONTROL PAD ARROWS to highlight the appropriate option, and then use the LEFT or RIGHT CONTROL PAD ARROWS to select ON or OFF.

To confirm your selection and return to the Player Selection Screen, highlight EXIT and press the A BUTTON.

GAME SELECTION

In the 1-Player mode, the game selection screen allows you to select the type of game you wish to play or to return to a season already in progress.

To select the type of game you want to play, press the UP and DOWN CONTROL PAD ARROWS.

To confirm your selection, press the A BUTTON.

EXHIBITION - One game against the computer. (To play an Exhibition game against a friend, reset and select a 2-Player game as explained in PLAYER SELECTION on pages 2-3.)

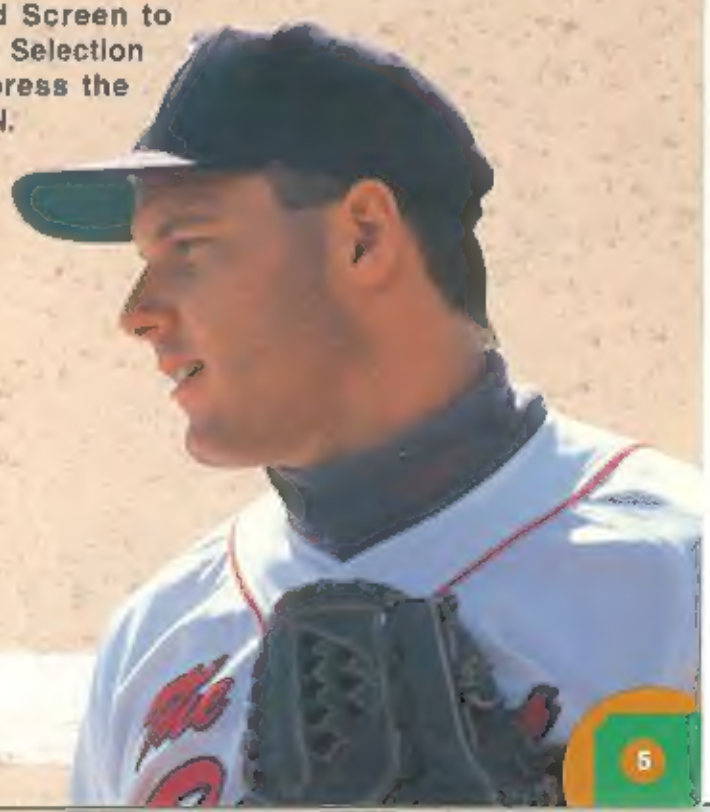
REGULAR SEASON - You play three (3) games against each team in your division. Thus, a National Division Season consists of 33 games as opposed to 39 games for the American Division. If your team qualifies, there will also be a best-of-7 game play-off, followed by a best-of-7 game Championship Series. The Regular Season is played entirely against the computer.

PASSWORD - When playing a REGULAR SEASON, a password consisting of letters and numbers is displayed at the end of every game. Keep a record of these passwords as they appear so you can resume the season at the next scheduled game.

To enter a password, use the UP and DOWN CONTROL PAD ARROWS to scroll through the alphabet and numbers. Use the LEFT and RIGHT CONTROL PAD ARROWS to move left and right along the password.

Once you have entered the password correctly, press the A BUTTON.

Note: To return from the Password Screen to the Game Selection Screen, press the B BUTTON.



IVISION SELECTION

o move between the four divisions, use the LEFT and IGHT CONTROL PAD ARROWS.

o confirm your selection, press the A BUTTON.

ESIGNATED HITTERS

he American Division has the designated hitter rule in ffect. In inter-divisional games, the rule only applies when ne home team is from the American Division.

THE TEAMS

To move through the teams, use the LEFT, RIGHT, UP, and DOWN CONTROL PAD ARROWS.

To return to the Divisional Selection Screen without choosing a team, press the B BUTTON.

To confirm your selection, press the A BUTTON.

If you are playing a 1 Player Exhibition game against the computer, once you have chosen your own team you must then select the computer team in the same manner.

If you are playing a 2 Player Exhibition game, Player 2 selects his or her team in the same manner.

SEASON SCHEDULE

During Regular Season play, once you have selected your team, you will then see the season schedule.

To alternate between the 2 months of the schedule, press either the LEFT or RIGHT CONTROL PAD ARROW.

During the Regular Season, the computer will be whichever team the schedule dictates.

Note: Home games are displayed in brown, away games in white.

After reviewing the schedule, to scroll through the division standings and day's match-up screens, and reach your pitching roster, press the A BUTTON.

PITCHING ROSTERS

To scroll through the starting pitchers, use the UP and DOWN CONTROL PAD ARROWS.

To confirm your selection, press the A BUTTON.

NOTE: During Regular Season play, starting pitchers must have 3 full days rest between starts. Use the season schedule to calculate the most efficient use of your pitchers.

TEAM ROSTERS

To scroll through the roster, use the UP and DOWN CONTROL PAD ARROWS.

To change the batting order, select the the player to be repositioned and press the B BUTTON. Then select the player with whom the first player is to exchange places with and press the B BUTTON again.

To accept the line-up, press the A BUTTON.

GENERAL GAME CONTROLS

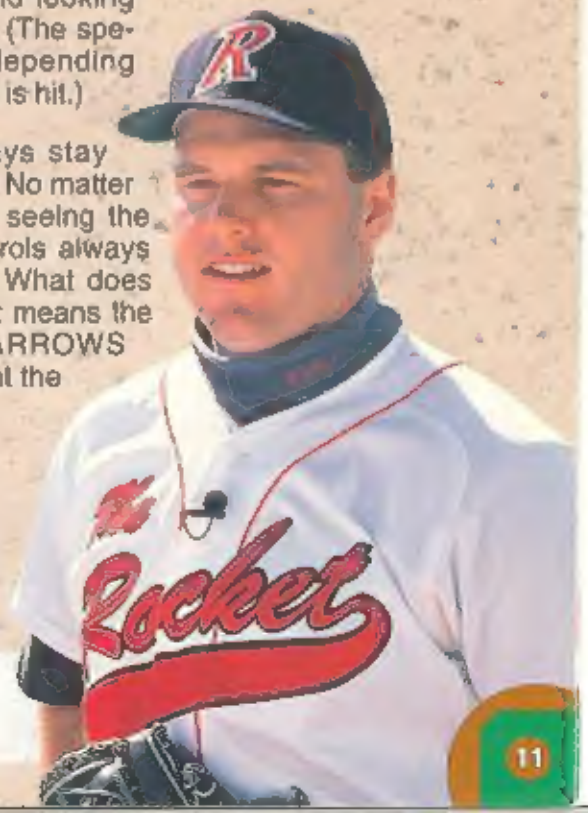
Except for close-ups at the bases, the game is viewed from 2 different perspectives.

1. For pitching and hitting, the perspective is from behind the catcher.

2. For fielding, the perspective is from the field looking toward home plate. (The specific view varies depending upon where the ball is hit.)

The controls always stay the same, however. No matter what view you are seeing the field from, the controls always remain "standard". What does "standard" mean? It means the CONTROL PAD ARROWS will always represent the bases as follows:

BOTTOM - Home
RIGHT - 1st Base
TOP - 2nd Base
LEFT - 3rd Base

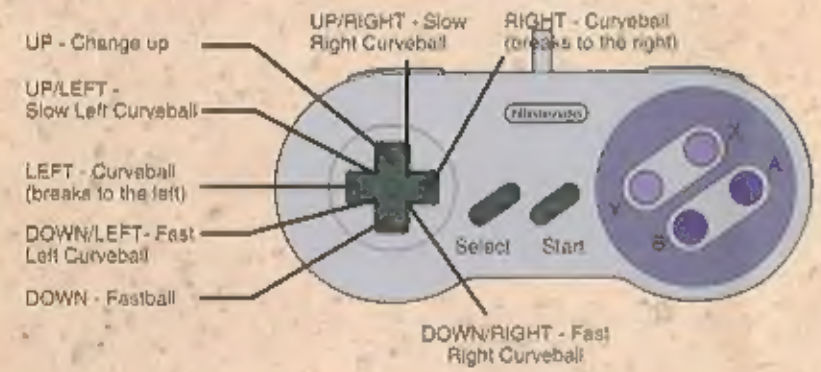


PITCHING CONTROLS

TO REPOSITION THE PITCHER ON THE RUBBER prior to the pitch, use the LEFT and RIGHT CONTROL PAD ARROWS.

TO PITCH, press the A BUTTON.

TO CONTROL THE TYPE OF PITCH, use the CONTROL PAD ARROWS while pressing the A BUTTON.



Note: Not pressing any CONTROL PAD ARROW, throws a normal speed, straight pitch.

TO THROW A PITCHOUT, press the X BUTTON.

TO VIEW THE PITCHER'S STATS, press the Y BUTTON.

TO CALL A TIME OUT, press the START BUTTON

TO RESTART, press the START BUTTON again.

PICK-OFF ATTEMPTS

TO PICK-OFF A BASE RUNNER, press the B BUTTON plus the CONTROL PAD ARROW for the appropriate base:

RIGHT - 1st base
UP - 2nd base
LEFT - 3rd base

RELIEF PITCHERS

TO GO TO THE BULLPEN TO BRING IN A RELIEF PITCHER, press the SELECT BUTTON. This will call up your Pitchers Roster Screen. Select a relief pitcher in the same way that you selected your starting pitcher in the beginning of the game. Then press the A BUTTON to resume play.

To return to the game without making a pitching change, press the B BUTTON.

To change your pitcher, move the cursor to the desired relief pitcher and press the A BUTTON.

FIELDING CONTROLS

Once the ball is hit, the perspective changes to the fielder's perspective. Which specific view of the infield, outfield, base, or bases depends upon where the ball was hit.

NOTE: Though the screen is seen from the fielder's perspective, the radar display in the corner always shows the runners' positions as seen from the batter's point of view. Home is at the bottom, 1st is to the right, 2nd is at the top, and 3rd is to the left.

TO MOVE YOUR FIELDERS, press the appropriate LEFT, RIGHT, UP or DOWN CONTROL PAD ARROW. To move diagonally, press in-between the arrows.

TO CATCH THE BALL, use the CONTROL PAD ARROW(S) to maneuver your player into position. You do this by following the shadow of the ball. The shadow appears lighter when the ball is higher off the ground and darkens as the ball descends.

TO DIVE FOR THE BALL, press the B BUTTON plus the appropriate LEFT or RIGHT CONTROL PAD ARROW.

TO JUMP FOR THE BALL, press the A BUTTON.

THROWING

TO THROW THE BALL, once it is fielded, press the A BUTTON plus the appropriate CONTROL PAD ARROW for the base you want to throw it to.

Remember, the CONTROL PAD ARROW directions are always as follows:

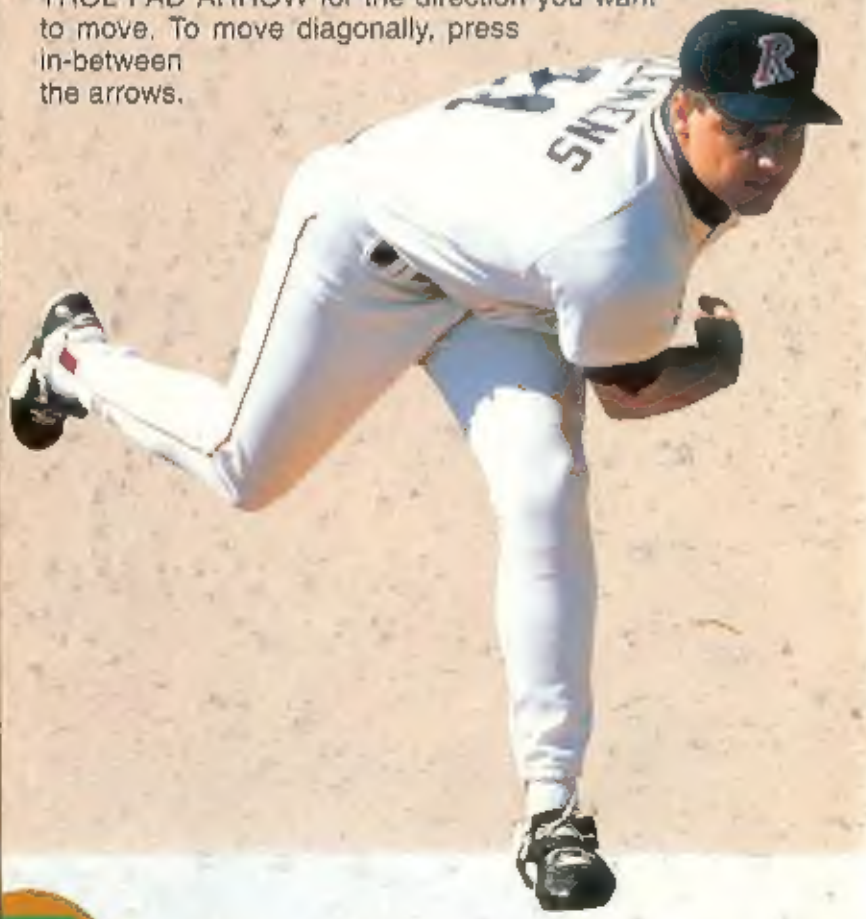
BOTTOM - Home
RIGHT - 1st Base
TOP - 2nd Base
LEFT - 3rd Base

TO THROW TO A CUT-OFF MAN. If the ball is hit to left field, press the B BUTTON and the DOWN CONTROL PAD ARROW. This will allow the shortstop to cut-off the throw.

If the ball is hit to right field, press the B BUTTON and the DOWN CONTROL PAD ARROW. This will allow the 2nd baseman to cut-off the throw.

TAGGING

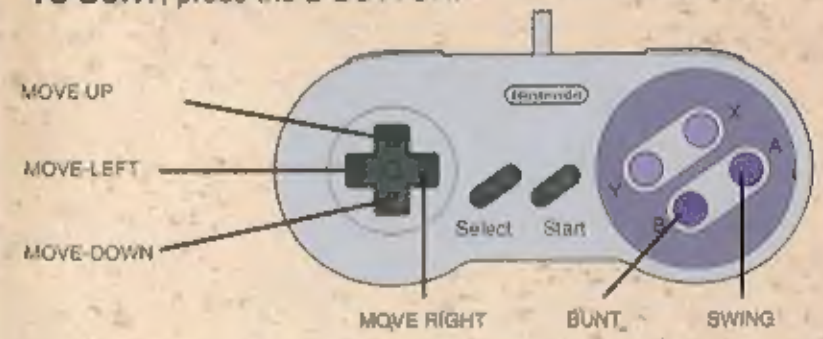
TO RUN WITH THE BALL —either to tag a base or a runner — press the appropriate LEFT, RIGHT, UP or DOWN CONTROL PAD ARROW for the direction you want to move. To move diagonally, press in-between the arrows.



BATTING CONTROLS

TO POSITION THE BATTER, press the LEFT, RIGHT, UP or DOWN CONTROL PAD ARROW.

TO SWING, press the A BUTTON.
TO BUNT, press the B BUTTON.



CALL A TIME OUT, press the START BUTTON again.
TO RESTART, press the START BUTTON again.
TO REVIEW THE BATTER'S STAT'S, press the X and Y BUTTONS at the same time.

BASE RUNNING

When running the bases, the control points are as follows:

TO RUN OR STEAL or EXTEND YOUR LEAD AT A BASE, press the Y BUTTON plus the appropriate CONTROL PAD ARROW for the base you wish to advance to.

TO RETURN TO A BASE or SHORTEN YOUR LEAD AT A BASE, press the X BUTTON plus the appropriate CONTROL PAD ARROW for the base you wish to return to.

TO STOP BETWEEN BASES, press the X BUTTON plus the DOWN CONTROL PAD ARROW.

TO EXTEND THE LEAD OF ALL BASE RUNNERS, press the L BUTTON.

TO SHORTEN THE LEAD OF ALL BASE RUNNERS, press the R BUTTON.

TO HAVE ALL BASE RUNNERS ADVANCE TO THE NEXT BASE, press the L and Y BUTTONS.

TO HAVE ALL BASE RUNNERS RETREAT TO THE PREVIOUS BASE, press the R and X BUTTONS.

NOTE: Regardless of the fielder's point of view, the radar screen always displays the position of the base runners from the "behind home plate" perspective.

CLOSE PLAYS AT THE BAG

When a close play occurs at any of the bases, the perspective switches to a close-up view of the baseman and the runner sliding in. The CONTROL PAD functions also change depending upon whether you are the baseman or the runner.

BASEMAN - To tag the runner, you must judge which way and when he will slide. Press the appropriate CONTROL PAD ARROW to "slap on the tag" in the direction you think he will slide.

LEFT - left side of the bag
RIGHT - right side of the bag
DOWN - center of the bag

BASE RUNNER - To avoid being tagged, you must determine which way the fielder is going to go and slide "around" his tag.

LEFT - slide to the inside of the bag
RIGHT - slide to the outside of the bag
DO NOTHING - and you will automatically slide to the center of the bag.

NOTE: Once you have committed to a direction for the tag or slide, you cannot change it. Like the game,"chicken," this is a challenge to see who lasts the longest without making the first move.

REGULAR SEASON

When the regular season starts, you will see that your team is situated two (2) games out of first place in your sub-division (eg. National East, National West, American East, or American West). In order to capture first place and move onto the Division Championships you must obtain the best won-lost record of the season.

NOTE: If there is a tie at the end of the regular season, there will be a one (1) game tie-breaker to determine who advances.

If you manage to win the best-of-seven Division Championship...it's on to the Championship Series between your team and the top team from the other division. This series is also a best-of-seven games.

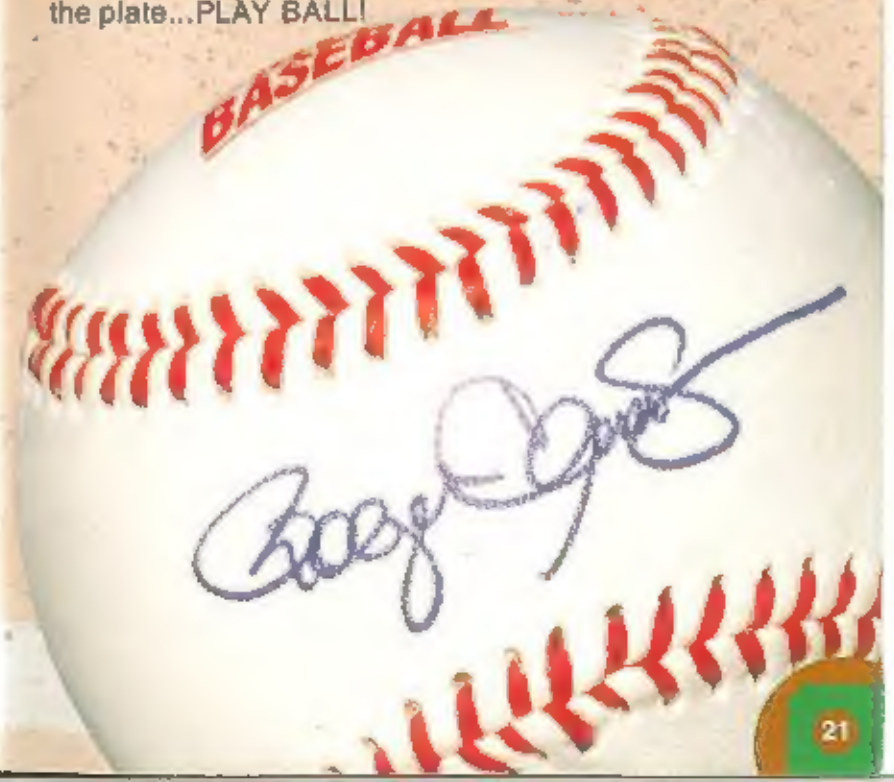
Note: The standings function just like real baseball standings. While your team is playing so are other teams in your division. The results of their games are random and determined by the computer. You will only learn your position compared to the other teams when you view the standings screen at the conclusion of each day's play.

PLAY BALL!

From a single head-to-head game to a full season's play, get set for all the excitement, action, and in-the-field views of real baseball!

Your team has the drive and the talent to go all the way! All you have to do is shut down the division's big hitters, get to their pitchers early, and pile up some runs. Hey, nobody said it was going to be easy!

The "Star Spangled Banner" is over. Pitcher's ready. Ump's at the plate...PLAY BALL!



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LIMITED WARRANTY

LJN warrants to the original purchaser only of this LJN software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This LJN software program is sold "as is," without express or implied warranty of any kind, and LJN is not liable for any losses of damages of any kind resulting from use of this program. LJN agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any LJN software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the LJN software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE LJN ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL LJN BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS LJN SOFTWARE PRODUCT.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the LJN software product has arisen through abuse, unreasonable use, mistreatment or neglect.

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LJN Ltd., 1 Spring Street, Oyster Bay, NY 11771

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the Super NES with respect to the receiver.
- Move the Super NES away from the receiver.
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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